

WOLF

We have provided program and printed materials for the following Wolf Adventures. In each Adventure section of this document, you will find a list of the activities that will guide you to completing each requirement. If a different activity listed in the Den Meeting resources online meets the needs of your den, then feel free to choose a different activity that helps meet the requirements of the Adventures. Some requirements are meant to be done at home with adult partners or family. Please review the contents of your Adventure Box as well as this document AND the Den Meeting resources online to better prepare yourself for your den meetings.

Scouts will also need to use their handbooks during each of the Adventures.

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This document is best viewed digitally as it contains direct links to the Den Meeting resources found online.



PROGRAM SUPPLIES

The following table shows what program supplies and quantity have been provided. Most supplies are packaged in a bag labeled with the Adventure name; some are packaged loose in the box. An 'x' in the table indicates that this supply is needed for that adventure but is packaged in a prior adventure (the one with the numerical quantity).

Packing Location	Item	Bobcat	Paws on the Path	Council Fire	Safety in Numbers	Footsteps	Running with the Pack	Wolf Box Total
box	clothespins	100						100
bag	pencils	8	x	x				8
bag	sandwich size zipper bag	8						8
bag	markers	1	x	x				1
bag	crayons	1	x					1
bag	fine tip markers	1	x					1
box	flag	1						1
bag	pencil sharpener	1						1
box	posterboard	1						1
bag	3 x 5 index cards		128					128
bag	popsicle sticks		8					8
bag	whistle		8					8
bag	flashlight		8					8
bag	string (1')		8					8
bag	hole punch		1					1
bag	cardboard sheets			48				48
bag	scissors			4				4
bag	bottle of glue			1				1
bag	glue stick			1				1
bag	tennis ball				4			4
bag	sports cones						4	4
bag	sidewalk chalk						4	4
bag	jump rope						1	1
bag	mini broom						1	1

PRINTED MATERIALS

We have provided the following printed materials for use along with the program supplies in your Adventure Box.

Adventure	Requirement	Activity Name	Material Provided
Bobcat	1	Den Flag	Blank paper (8x) for den flag designs
Bobcat	7	Child Abuse Protection Review	Do at Home reminder (8x)
Paws on the Path	1	Cub Scout Six Essentials Clue	Six Essential Clue Cards (1x)
Paws on the Path	3	Sketchy Weather Wardrobe	Sketchy Weather Wardrobe worksheet (8x)
Paws on the Path	5	Outdoor Scavenger Hunt	Outdoor Scavenger Hunt Card (8x)
Council Fire	2	Sketching the Scout Law	Blank paper (8x)
Council Fire	3	Building My Home with Cardboard	Blank paper (8x)
Council Fire	6	Scouting For Food	Council Scouting for Food -Online or at the Council office
Safety in Numbers	1 & 2	Protect Yourself Video & Safe Touch	Do at Home reminder (8x)
Footsteps	ALL (4)	ALL	Do at Home reminder (8x)
Running with the Pack	4	Circuit Exercises	Circuit Exercises Cards (1 set)
Running with the Pack	6	Annual Health & Medical Record review	Do at Home reminder (8x)

The Do at Home Reminders are ¼ sheet pieces of paper and have all been bundled together.

SUGGESTED ADVENTURE ORDER

While your pack and den have plenty of latitude when it comes to your program year, we do have a general recommendation for your schedule of Adventures. Use this as a starting point for your annual program plan and add/edit to fit your own needs and abilities. Remember, the Bobcat Adventure is the first required Adventure that your scouts must earn.

June/July – Summertime Fun – Check out the council day camp and other camp opportunities where you could complete various range and target activities Adventures as well as others.

August/September – Bobcat – Start the scouting year by ensuring all scouts complete their Bobcat requirements. This foundational adventure covers the basics of Cub Scouting, including the Scout Oath, Law, and a den Code of Conduct.

September – A Wolf Goes Fishing – Attend our council fishing day to ensure your scouts can earn the A Wolf Goes Fishing adventure.

September/October- Paws on the Path, & Let's Camp- Consider having your pack camp at McGimsey Scout Park, Mays Family Scout Ranch, or Bear Creek Scout Camp to fulfill several of your Paws on the Path & Let's Camp requirements.

October – Council Fire – Engage in community service by participating in the Council Scouting for Food drive. This adventure focuses on citizenship and community involvement. Consider adding Spirit of the Water here so scouts can learn even more about the community around them.

November – Safety in Numbers – Focus on personal safety and wellness. This is a great time of year to do the Germes Alive! Adventure as well.

December- Time to plan some holiday fun for your den and pack.

December/January/February – Footsteps – Remind your families that this Adventure is a recommended 'Do at Home' Adventure and can be completed at any time. Make plans to attend our Council Interfaith Hike in February at McGimsey Scout Park. For more information and to sign up, check out Alamoareascouting.org. Scouts can also work on their Religious Emblem award at any time. Form more information, check out Praypub.org and click on the link for Scouting America. Some of the workbooks are also available at the Scout Shop.

Consider adding Cubs Who Care during the winter months as this is a great time to focus on disability awareness, empathy, and caring.

January/February/March – Race Time – Many packs do their Pinewood Derby during these months. Continue with the good sportsmanship theme and learn a new sport in Paws of Skill.

January – Running with the Pack – Start the year off right and focus on personal fitness, stick with your fitness routine so you are physically ready for the adventures that await you this year.

February – There are many elective adventures to choose from, perhaps try out Computing Wolves and show off the digital story you created at your Pack Blue & Gold Banquet.

March/April – This is a great opportunity to do some Adventures to prepare for summer. If your scouts haven't all completed Paws on the Path, this is a great time to finish it up. Finding Your Way or Pedal with the Pack could be fun additions to your spring calendar as well.

March/April/May – Let's Camp – Many packs choose to do a family campout in the spring. Consider working on Champions for Nature when you are camping as well. *In June you start your next program year and rank!*

As you well know, South Texas weather can be rather unpredictable. Keep the supplies for some of the elective adventures handy. Adventures like Adventures in Coins, Air of the Wolf, Code of the Wolf, and Digging in the Past can be easily slotted a moment's notice.

Remember, the adventures listed above are just a portion of what is available to your scouts. Be sure to check out all the fun opportunities that are in store for you to create the best year possible for your scouts.

BOBCAT

<https://www.scouting.org/cub-scout-adventures/bobcat-wolf/>

The Bobcat Adventure is the first required Adventure on the trail to earn the Wolf badge of rank. Once the Bobcat Adventure is completed, Wolves can start any other Adventure in any order.

We have provided all the program supplies needed to complete the following activities for this Adventure.

Requirements:

1. Get to know the members of your den.
2. Recite the Scout Oath and the Scout Law with your den and den leader.
3. Learn about the Scout Law.
4. With your den, create a den Code of Conduct.
5. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each is used.
6. Share with your den, or family, a time when you demonstrated the Cub Scout motto "Do Your Best."
7. At home, with your parent or legal guardian do the activities in the booklet "How to Protect Your Children from Child Abuse: A Parent's Guide."

Suggested Activities

1. [Den Flag Wolf](#)
 - *Making a den flag together allows Cub Scouts to show their personality and creativity while they're getting to know each other.*
 - We have provided a basic version of this activity; you have been given a small blank den flag as well as a stand. Use the markers provided to create a den flag that represents the members of your den. Have each scout use a blank piece of paper and some crayons to test out designs. Try to incorporate parts of each design in the final flag.
2. [Recite the Oath and Law Wolf](#)
 - *Learn and reinforce the Scout Oath and the Scout Law by reciting it with your den.*
3. [Scout Law Clothespin Quest](#)
 - *Search for all the points of the Scout Law in this fun game using clothespins.*
 - Prior to the meeting you will need to write the points of the Scout Law on the clothespins.
4. [Code of Conduct Wolf](#)
 - *Cub Scouts will be invested in their own conduct when they help create their den code of conduct.*
5. [Simon Says Wolf](#)
 - *Play Simon Says to learn the Cub Scout sign, handshake, and salute.*
6. [Do Your Best Showcase](#)
 - *Cub Scouts share a time when they did their best.*
7. [Child Abuse Protection Review Wolf](#)
 - *Review the activities in the booklet "How to Protect Your Children from Child Abuse: A Parent's Guide."*
 - This activity should be done at home, we have provided a 'Do at Home Reminder' card for this activity.

PAWS ON THE PATH

<https://www.scouting.org/cub-scout-adventures/paws-on-the-path/>

It is time to go outside! Every journey begins with just one step, and that first step can take you on a fun-filled adventure simply by going outside for a walk, just like the one you and your Wolf den are about to take.

Where you take your walk is up to your den. It may be a walk around the center of your city or town, it may be at a local park with a trail, or it may be a trail in a forest. No matter where you take your walk you will see signs of nature in different forms.

We have provided many of the program supplies needed for this Adventure. Cub Scouts will learn about the Cub Scout 6 Essentials during this adventure. We have provided the Whistle, Flashlight, and a Personal First Aid Kit as a start to their 6 essentials, families will need to source the rest of them themselves.

You will need to source the following program supplies for this adventure:

Supply	Activity
Bag (to draw popsicle sticks from)	Popsicle Stick Buddies

Requirements:

1. Identify the Cub Scout Six Essentials. Show what you do with each item.
2. Learn about the buddy system and how it works in outdoors. Pick a buddy for your walk.
3. Identify appropriate clothes and shoes for your walk outside. Do your best to wear them on your walk.
4. Learn about the Outdoor Code and Leave No Trace Principle for Kids.
5. With your den, pack, or family, take a walk outside for at least 30 minutes to explore nature in your surroundings. Describe four different animals, domestic or wild, that you could see on your walk.

Suggested Activities

1. [Cub Scout Six Essentials Clue](#)
 - Cub Scouts attempt to guess which of the Cub Scout Six Essentials is being described by one-word clues.
 - Prior to the meeting you will need to cut out the Six Essential Clue Cards.
2. [Popsicle Stick Buddies](#)
 - Popsicle sticks are used to pair buddies.
3. [Sketchy Weather Wardrobe](#)
 - Cub Scouts draw pictures of clothes they would wear when it is: rains, snows, sunny or windy.
4. [Outdoor Code and Leave No Trace Booklet](#)
 - Create a booklet that illustrates the Outdoor Code and Leave No Trace Principles for Kids.
5. [Outdoor Scavenger Hunt](#)
 - Take a 30 minute or more walk. Describe four animals that you might see on your walk

COUNCIL FIRE

<https://www.scouting.org/cub-scout-adventures/council-fire/>

A real wolf pack works like a large family where everyone works together to keep the members of the pack safe, healthy, and happy. Working together is part of being a good citizen. In this Adventure, you will build a model community and become an active member in your community.

You will need to source the following program supplies for this adventure:

Supply	Activity
US Flag	Fold the Flag

Requirements:

1. Learn how to properly care for and fold the United States flag. With your den or pack, participate in a flag ceremony.
2. Identify three points of the Scout Law that are important to being a good neighbor.
3. Build a model of your home.
4. Using the same materials from requirement 2, create a model of a building in your community.
5. Using the models built, create a neighborhood.
6. Participate in a service project. Explain how your volunteering is helpful to your neighborhood.

Suggested Activities

1. [Fold the Flag](#)
 - Learn how to properly fold the United States flag.
 - Your Den, Pack, School, or Chartering Organization likely has a US flag you can use for this activity
2. [Sketching the Scout Law](#)
 - Draw pictures that demonstrate the three points of the Scout Law that are important to being a good neighbor.
3. [Building My Home with Cardboard](#)
 - Use household items to build a model of your home.
4. [Community Buildings](#)
 - Build a model of a building in your community.
5. [Scouting for Food Wolf](#)
 - Participate in your Council-sponsored Scouting for Food event.
 - We suggest this Adventure take place in October so that your Den and Pack can participate in the Council Scouting for Food service project.

SAFETY IN NUMBERS

<https://www.scouting.org/cub-scout-adventures/safety-in-numbers/>

Your parent(s)/guardian(s) are an important part of this Adventure as you will do most of the requirements with them.

Part of the Scout Law is to be brave. Knowing what to do when you think you are in danger helps you to be brave. In this Adventure, you will learn about the "Protect Yourself Rules" and the things that you can do to keep yourself safe.

You will need to source the following program supplies for this adventure:

Supply	Activity
Access to a playground	Playground Rules

Requirements:

1. With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Wolf rank.
2. Discuss "safe touch" as seen in the Protect Yourself Rules video.
3. Learn about the buddy system and demonstrate how it works.
4. Review common safety rules and demonstrate the proper use of playground equipment.

Suggested Activities

1. [Protect Yourself Video Wolf](#)
 - Watch the Protect Yourself Rules video with your parent or legal guardian.
2. [Run Shout and Tell Relay](#)
 - In this relay, Cub Scouts will practice what they would say to a stranger who is making them feel uncomfortable
3. [Buddy Games](#)
 - Play catch with a buddy.
4. [Playground Rules](#)
 - Review playground safety rules and have Cub Scouts demonstrate the proper use of playground equipment.

FOOTSTEPS

<https://www.scouting.org/cub-scout-adventures/footsteps/>

In this Adventure, you are encouraged to learn more about your family's faith traditions. You will complete most of these requirements at home with your family. Faith means having complete trust or confidence in someone or something. "Trustworthy" is the first part of the Scout Law. Through Aesop's fable you will learn why being trustworthy is so important.

This Adventure is commonly done at home with the Cub Scout's family. If it is being done as a den ensure that every parent and guardian is aware of the content and the activities that the den will do and allow for parents to opt out of doing it as a den activity and choose to complete the requirement at home.

We have provided a 'Do At Home Reminder' for this Adventure. Please distribute these reminders to your scouts.

Requirements:

1. With your parent or legal guardian talk about your family's faith traditions. Identify three holidays or celebrations that are part of your family's faith traditions. Make a craft or work of art of your family's favorite faith tradition holiday or celebration.
2. With your family, attend a religious service OR other gathering that shows how your family expresses reverence.
3. Carry out an act of kindness.
4. "Listen to or read Aesop's fable "The Boy Who Cried Wolf." With your den or family discuss why being truthful is important."

RUNNING WITH THE PACK

<https://www.scouting.org/cub-scout-adventures/running-with-the-pack/>

A Cub Scout knows how to stay healthy. Eating foods that give you proper nutrition, exercising regularly, and getting proper rest are the best ways for you to always be at your best.

You will need to source the following program supplies for this adventure:

Supply	Activity
Various colors of food (red, yellow, orange, green, earth tone) – see den meeting resources	Tasting Colors
Place to draw with sidewalk chalk (sidewalk or large cardboard box)	A Giant's Toothbrush
Sand or Dirt	A Giant's Toothbrush
Kickball or Soccer Ball	Kickball
Access to an open field	Kickball
Timer (found on most smart phones)	Circuit Exercises
Copy of Scout Life Magazine	Story Time

Requirements:

1. Sample three different foods that are naturally three different colors. The food must be a protein, vegetable, fruit, dairy, or a grain.
2. Demonstrate the proper way to brush your teeth.
3. Be active for 30 minutes with your den or at least one other person. That includes both stretching and moving.
4. Be active for 10 minutes doing personal exercises.
5. Do a relaxing activity for 10 minutes.
6. Review your Scouting America Annual Health and Medical Record with your parent or legal guardian. Discuss your ability to participate in den and pack activities.

Suggested Activities

1. [Tasting Colors](#)
 - *Experience a burst of deliciousness with natural-colored foods.*
2. [A Giant's Toothbrush](#)
 - *Draw a giant mouth and use a broom to practice brushing teeth.*
3. [Kickball](#)
 - *Play a game of kickball.*
4. [Circuit Exercises](#)
 - *Create a short workout to explore different exercises.*
 - Scouts should come wearing active clothing and tennis shoes and should have their water bottle with them.
5. [Story Time](#)
 - *Read an article from Scout Life magazine to the Cub Scouts.*
6. [Annual Health and Medical Record](#)
 - *We have provided a reminder card for this requirement.*